

Creating an Executable & Publishing on GX.games

Congratulations! You've completed your game, and now it's time to share it with the world. By publishing your game on **GX.games**, your friends and family can play it online, and you'll also have a **portfolio piece** to showcase your game design skills. Follow these steps to publish your game:

Step 1: Preparing Your Game in GameMaker

1. **Open Your Game** in GameMaker Studio.
 - Ensure that your game is complete and functioning properly.
 2. **Export Your Game for GX.games:**
 - Click on the **Target Icon** in the toolbar.
 - Select **GX.games** as the export target.
 - Choose **GMS2 VM** as the export option.
 3. **Build the Executable:**
 - Go to the menu at the top and click **Build > Create Executable**.
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Step 2: Create an Opera Account

If you haven't already, you'll need to create an account on **GX.games** (part of Opera).

1. When prompted, follow the steps to sign in or register.
2. **Provide your email** address and **create a password**.
3. Complete the process to **create your Opera account**.

Note: Once your account is created, log in and return to GameMaker to continue building your executable.

Step 3: Save Your Game Locally

1. **Go to Build > Create Executable** again.
 2. **Choose "Save Locally as a ZIP"** and save the file to your **desktop** for easy access.
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Step 4: Publish on GX.games

Now it's time to upload and publish your game!

1. Go to [GX.games](#) and log in with your Opera account credentials.
 2. Complete your **account setup** by adding:
 - **Username**
 - **Birthday**
 - **Profile Picture** (optional)
 3. Once logged in, navigate to **GX Dev** and click **Upload New Game**.
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Step 5: Upload and Customize Your Game

1. Fill in the required details about your game:
 - **Game Title**
 - **Description** – Add a great description to explain what your game is about.
 - **Custom Cover Art** – Create an eye-catching image for your game or use a screenshot.
 - **Platform** – Choose **Desktop** as the platform.
 2. Click **Save Changes**.
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Step 6: Upload Your Executable

1. Go to **Publish & Updates**.
 2. Click **Choose File** and upload the **ZIP file** you saved to your desktop.
 3. Add a **version number** (e.g., 1.0.0.0).
 4. Click **Upload**.
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Step 7: Publish Your Game

1. Once your file is uploaded, click **Push to Live**.
 2. **CONGRATULATIONS!** Your game is now published! 🎉
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Step 8: Share and Play Your Game

1. Go to your **Dashboard** on GX.games.

2. Open your game to play it online.
 3. **Copy the URL** to share it with your friends, family, or future employers.
 4. **Ask your instructor to add a link to the club website at**
www.dvgamedesign.com/games
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Final Tips:

- Make sure your description and cover art represent your game well.
- Test your game after publishing to ensure everything runs smoothly.
- Update your game version number every time you make improvements.